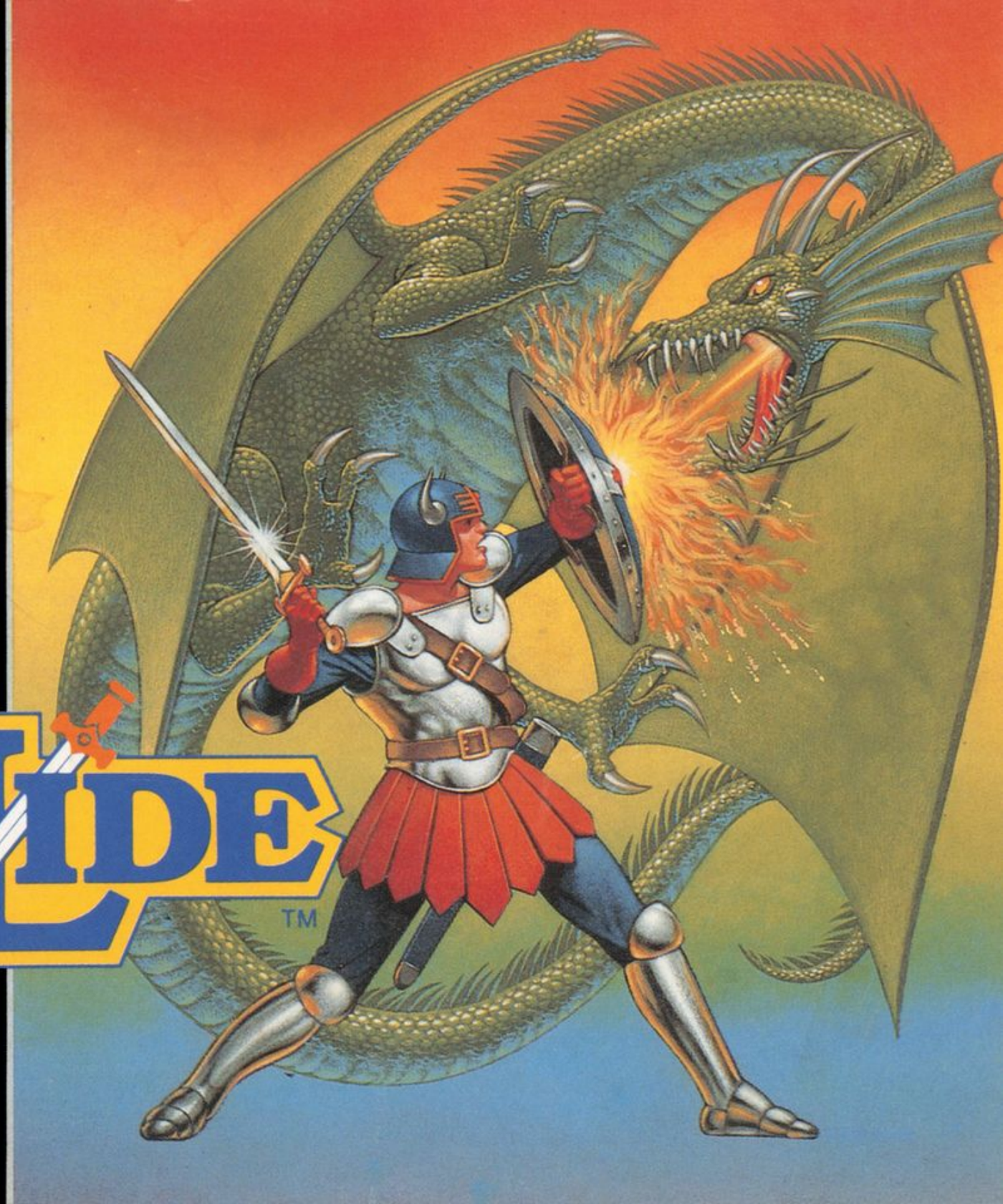


HYDLIDE™

NES-HS-USA

Fujisankei Communications International, Inc.
150 East 52 Street, New York, NY 10022
Tel. (800) 255-1431
In NY State (212) 753-8100
Game Hotline (312) 968-0425
8am-7pm Central Standard Time

FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

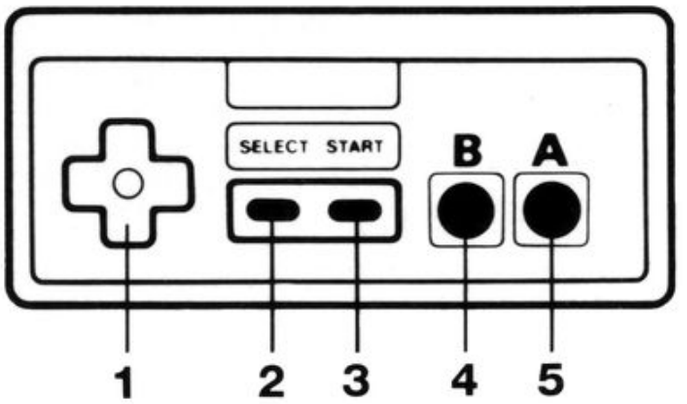
Nintendo and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.
FCI™ is a trademark of Fujisankei Communications International, Inc.
Hydlide™ is a trademark of T&Esoft.

Hydlide Story

In the kingdom of Fairyland, three magic jewels were enshrined in the palace to maintain peace in the kingdom. One day, an evil man broke into the palace and stole one of the three magic jewels. Without the third jewel, the two remaining jewels lost their magic sparkle. The magic spell that sealed the power of Boralis, the most vicious demon in the kingdom, was broken. During the turmoil which followed, the last two jewels were stolen. Boralis cast a special magic on Princess Ann, turning her into three fairies, and hid her somewhere in the kingdom. He then let loose a horde of monsters across the land and became the ruler of the kingdom.

Finally, the young knight Jim stood up and took action to restore peace in the kingdom. He bravely made his way into the wilderness in full armour to fight the monsters...

Name of Controller Parts and Operating Instructions



Use Controller 1 to play Hydlide
Controller 2 cannot be used in this game.

1 CONTROL PAD/Button +
2 SELECT Button
3 START Button
4 Button B
5 Button A

Control Button ✚ : Use this button to move Jim up and down and right and left. This button can also be used to choose in each mode.

Button A: Use this button to switch Jim from Attack to Defend. It also allows Jim to enter and exit the underground maze (Dungeon).

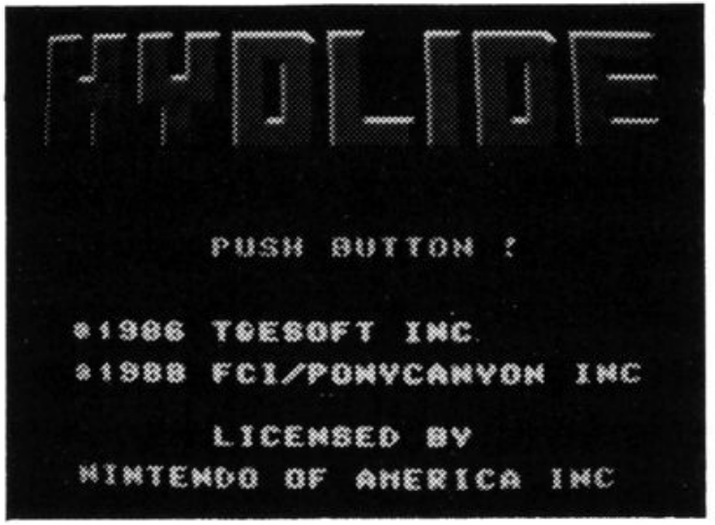
- When Button A is pressed, Attack is on.
- When Button A is released, Defend is on.

Button B: Use to choose the kind of magic you want. When you press Button B while pressing Button A, you can use the magic. You can only use magic after you have accumulated 20 magic points.

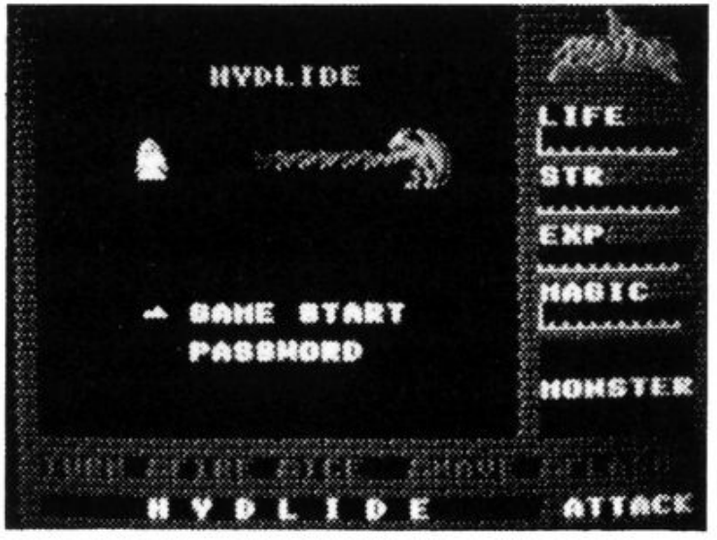
Select: Press this button to open the window.

Start: Press this button to start the game. When you press this button during the game, the game pauses. When you press the button once more, the game starts again.

How to Play

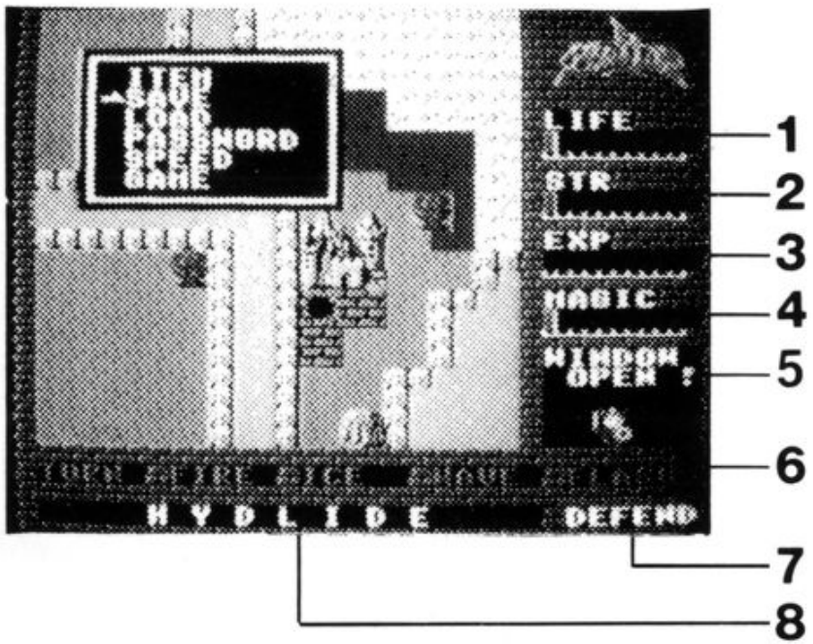


Title Screen



- Press any button, and the screen shown at left appears.
- Press the Start Button to begin the game.
- When you input Password, move the arrow with the Select Button or Button +, and press the Start Button.

Name of the Parts on the Screen



Each bar on the meters represents 10 points.

1. Life Meter
This indicates the level of Jim's life power and shows the damage he receives. When his life power reaches 0, he is defeated.

2. Strength (STR) Meter
This indicates the level of Jim's strength. The more powerful he becomes, the more damage his enemies receive.

3. Experience (EXP) Meter
This indicates the level of Jim's experience. The Experience level increases each time Jim destroys a monster. When Experience level reaches 100, each level of Life, Strength, and Magic also increase by 10 points, and the Experience level returns to 0 again.

4. Magic Meter
This indicates Jim's Magic Power. Each type of magic requires different levels of Magic Power. The level of Magic Power decreases more quickly when high-powered magic is used. But you can build Magic Power back up.

5. Information Area
This area indicates the level of the monsters' Life Power and of their damage when attacked by Jim. It also shows treasures when they are discovered.

6. Magic Select
Press Button B to move from one type of magic to another. To execute, hold down Button A while pressing Button B. The five types of magic are: TURN, FIRE, ICE, WAVE, FLASH. You can begin to use magic when the magic meter reaches 20.

7. Condition Area
This area shows the sign ATTACK when Jim attacks, and DEFEND when he is on the defense.

8. Message and Password Area
This area indicates a message to Jim and shows the Password.

Mode Window

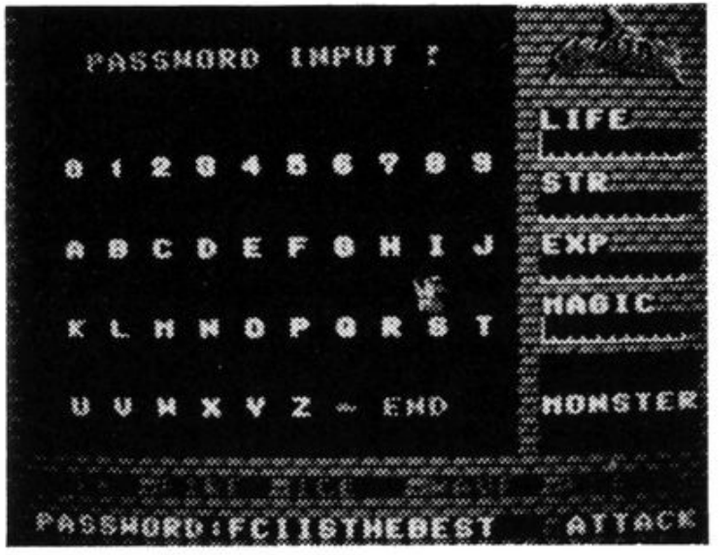
Press the Select Button and the Mode Window will open. Move Arrow with Button +, and press either the Select Button, Button A or Button B to choose which mode you will open.

ITEM (item)
This indicates the treasures Jim finds during his adventure.

SAVE (memory)
You can save the data recorded on all the meters (ITEM, LIFE, STRENGTH, EXPERIENCE, MAGIC) until you turn off the power. Whenever you save the game, the data is automatically registered in the program. If you want to save this data, set arrow to Yes. If you don't, set Arrow to No and push Button A or Button B.

LOAD (load)
This is used to load the saved data onto each meter at the beginning of a new game (before the power is turned off). Press the Select Button immediately after starting the game to open the Mode Window. Set Arrow to Load. Press either Select Button, Button A or Button B. Set arrow to Yes when you want to read the data. If not, set it to No. You can start the game again from the same situation you saved before Jim was defeated. You will begin with the same levels for Item, Life, Strength, Experience, and Magic meters.

PASSWORD (password)


PASSWORD INPUT :
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z - END
LIFE
STR
EXP
MAGIC
MONSTER
PASSWORD:FCIISTHEBEST
ATTACK

This is another way of saving the data. Unlike Save, you can start the game once you input the Password, even after you have turned off the power once. Although Experience level goes down to 0 when you input the Password, you can save the location and items for when you start playing the game again. Write down the fourteen letters that appear at the center of the Password Window before turning off the power.

How to Input Password

Input the password you recorded on the Password Screen. Position Jim at the top of the first letter of the password with Button + , and press either Button A or Button B. The letter will appear in the password area. Repeat the same procedure for the rest of the thirteen letters of the password. After inputting the fourteen letters, Jim will automatically move to the top of the end sign. Make sure you input the right password and press either A or B Button. Now you can start the game again under the same situation you had when you stopped the game. If you input a wrong letter, position Jim above the Arrow and input the correct letter.

SPEED (speed)
You can change the speed of the game. Normal is a slow speed and is for beginners. With this speed, you play the game on a scrolling screen. High Speed is for advanced players. The screen will switch from one scene to another instantly and each movement on the screen gets faster.

GAME (game)
When you press Select Button by mistake, set the Arrow to Game and press either Select Button, Button A or Button B. The Mode Window closes and the game resumes.

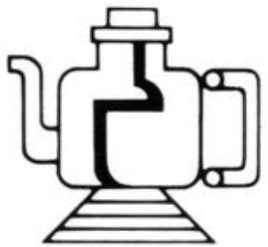
You may find treasures and treasure boxes during the adventure. Some treasure boxes are hard to get, and some are even hidden.

Treasures and Their Powers

Sword of the Brave: The legendary sword that is said to be kept only by the brave. With this sword, attacking power doubles.

Shield of Justice: The legendary shield that is said to increase its defense power only if used by a person with a strong sense of justice. This shield was stolen from the court when the kingdom collapsed.

Cross: This cross was once kept at a chapel in the kingdom. Someone hid it for fear of its power. Guess what you can use this cross for.



Magic Vase: This is one of the items in which the magician in the kingdom hid a magical secret. If you get this vase, you will be able to see something that has been invisible.

Eternal Lamp: This is an item the magician in the kingdom used to keep for his own use. It remains eternally aflame. Even in the complete darkness, this lamp will brighten up the surroundings so you can see everything.

Immortal Medicine: If you take this medicine, you can come back to life after being destroyed by monsters. You can use this medicine only once during the game.

Secret Key: Figure out the use of the key for yourself.

Three Jewels: The three jewels play a very important role in the legend of Hydlide.

Characters

Jim (Jim) Our warrior hero who in full armour challenges the monsters and brings back peace to Fairyland.	**Hyper (Hyper)** Monster appearing on the ground. When you attack the Slime too often, Hyper begins its attack.
Ann (Ann) The captive Princess of Fairyland, who waits for Jim to rescue her.	**Kobold (Kobold)** Tiny ogre living in the woods. Very weak like Slime. But it attacks from the advantageous location in the woods.
Fairy (Fairy) This is what Boralis transformed Princess Ann into. She is hidden somewhere in the kingdom.	**Goblin (Goblin)** Monster on the ground. When Jim's strength increases to a certain level after he finishes attacking the Kobold, Goblins appear.
Slime (Slime) Liquid and spongy creature living in a field. Although weak, it is a tricky attacker.	**Wizard (Wizard)** A very nasty wizard who manipulates the Magic Fire. Although Jim's magic does not affect him, he has a weak point. Don't be fooled by the appearance of two Wizards.
Roper (Roper) Monster living in the maze on the ground. Larger version of Slime, it sometimes turns into Hyper and attacks in the field.	**Great Eel (Eel)** Very huge eel usually hiding under water. It sometimes pokes its head above water.

Characters

Sand Worm (Worm) Guardians of the desert. Be careful not be be surrounded by their swarm.	**Vampire Bat (Stirge)** Bloodsucking creature who likes the darkness. Although it's not very powerful, Jim should avoid it when his Power Level is low.
Water Dragon (dragon) Giant fire-breathing dragon who guards the gate of the castle of Boralis. Although almost invincible, it does have a weak point.	**Vampire (Vampire)** Incredibly strong. But you know what scares the vampire to death!!
Zombie (Zombie) The living dead coming out of the graveyard. Very hard to destroy, because it's already dead!!	**Lady Armour (Ladyam)** A member of Boralis' Bodyguards. She is the only female member of his bodyguards and the weakest. She might have something that is useful to you.
Will O'Wisp (Wisp) The spirit of the dead person. It flies through the walls and attacks.	**Gold Armour (Goldam)** Boralis' bodyguard in golden armour who guards something vital under order of Boralis in the underground maze.
Poisonous Wasp (Wasp) It attacks in a swarm. Although its life power is small, it's difficult to conquer.	**Black Armour (Blackam)** Sentry at the old castle of Boralis. He is extremely strong.

Characters

Skeleton (Skeleton)
This skeleton warrior is the strongest of Boralis' guardsmen. He is difficult to attack because he is already dead.

Boralis (Varalys)
The evil monster. Legend says this is the most powerful and final demon in the kingdom. No one knows the truth about him. The only known facts are that he has very tough skin and spiritual power which protects him against any type of magic. Jim can save Princess Ann only when he conquers Boralis.

Magic

Turn
This magic turns monsters around so they reverse their direction.
You can use this when the Magic level is above 20.

Fire
This magic launches fire balls.
You can use this when the Magic level is above 30.

Ice
This magic throws ice balls. Unlike the fire balls, ice balls can pierce through walls.
You can use this when the Magic level is above 40.

Wave
This magic radiates shock waves to the right or left depending on which direction you are facing. The shock waves cause substantial damage to enemy monsters that they hit.
You can use this when the Magic level is above 50.

Flash
This is the most powerful magic. It does substantial damage to all monsters.
You can use this when the Magic level is above 70.

Note: At the beginning of the game, the Magic meter's level is 20 or below, and you cannot use magic. Not all monsters are affected by magic

Hints for a Successful Journey

- When you walk in the kingdom, watch your step at all times. If you try too hard, you'll tire easily.

- Jim wears very heavy armour. Think what will happen to him if he has to swim for too long.

- Be smart when fighting with monsters. You have to think of a strategy when fighting against a powerful monster.

- Attack is not the only way to destroy monsters. Do not forget to use Defend.

- Be sure to investigate the forest completely.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:
Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the FCI Consumer Service Department of the problem requiring warranty service by calling: Outside New York State (800) 255 1431 or New York State (212) 753 8100. Our Consumer Service Department is in operation from 9:30 A.M. to 5:30 P.M. Eastern Time, Monday through Friday.
3. If the FCI service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Fujisankei Communications International, Inc.
   150 East 52 Street, New York, N.Y. 10022

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Password & Notes

Look for these exciting video games

Ultima®	One of the most popular and best-selling games for PCs now available from FCI. Fight the evil Exodus with assumed identities and magic powers. The ultimate role playing fantasy game.
Dr. Chaos™	Bloodthirsty monsters on three different screen patterns try to prevent Michael from rescuing Dr. Chaos from the havoc of a mad experiment gone haywire.
Zanac™	Twelve screens of flying space creatures oppose Zanac as he fights to rescue the human race from destruction. Speed and strategy change as you improve.
Lunar Pool™	Play sixty different tables to become the pool hustler of outer space. Challenge yourself, the computer or another player. Different from anything on earth.
Seicross®	Race your space bike against swift pursuers, blaze your way through hidden enemy cannons, use your laser beam to destroy the formidable enemy Bultank.
MagMax™	Transform into a master robot with body parts and weapons found at the core of the planet. Each part gives MagMax more power to destroy the three-headed space monster.

Dr. Chaos, Zanac and Lunar Pool are trademarks of Fujisankei Communications International, Inc. Ultima is a trademark of Richard Garriott. MagMax is a trademark of Nihon Bussan Co., Ltd. These games are all licensed for play on the Nintendo Entertainment System.®

Game Counseling Hotline: (312) 968-0425 8am-7pm C.S.T.

This game is licensed by
Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

©1989 FCI/PONY CANYON

Printed in Japan